PlayStation

PAL

HIDDEN & DANGEROUS

illusion softworks

TAKE2 interactive

PlayStation®

Precautions

● This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. ● This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. ● Read the PlayStation® Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®, always place it label side up. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture.● Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1 Player | Memory Card 1 block | Analog Control Compatible

SLES-03602

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INTRODUCTION

The Beginnings of the SAS (Special Air Service)

David Stirling, a 24-year-old Scots Guards subaltern, arrived in North Africa in late 1940 as a member of Layforce (8 Commando). At this time Special Forces were viewed as a waste of manpower and material and so upon arrival Layforce was quickly dismantled in all but name only. While practising parachute jumping, Stirling was injured and spent two months in a hospital. During his stay Stirling devoted his time planning how small raiding forces could be used to attack airfields and logistics bases behind enemy lines.

Upon his release from hospital, Stirling headed for the High Command Headquarters in order to present his idea for raiding forces. Stirling felt that the battalion-sized formations that were being deployed for amphibious raids were too cumbersome for covert operations and that small units would be able to penetrate, by stealth, enemy bases and attack using delayed action explosive charges. Three days later Stirling was back at GHQ, given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment Special Air Service Brigade. The title SAS Brigade was chosen in order to convince German intelligence that the 8th Army had an airborne brigade in theatre.

The first mission for L Detachment was to gather intelligence and destroy any German aircraft they came across. Taking place on the night of November 16-17, 1941, sixty-six men were parachuted in very bad weather into the North African desert. Unable to blow up any planes due to the loss of supply canisters containing the explosive fuses during the jump, Stirling decided to split up into five groups and at least carry out some kind of reconnaissance. Of the sixty-six men who had started on the operation only 22 men returned.

Next, Stirling and his group teamed up with 'A' Squadron of the Long Range Desert Group. Stirling would lead ten men in an attack on the airfield at Sirte, while a second force would go for El Agheila on December 14, 1941 and a third unit would attack Agedabia a week later. Nearing their target Stirling divided his group, sending his second-in-command Paddy Mayne along with ten men on to attack the airfield at Tamet, while he headed for Sirte with the remaining troops. That night Stirling's reconnaissance of Sirte disturbed the Italian occupants of the airfield and soon the Italians were firing in all directions. All Stirling could do was to hide and watch the entertainment. The following day Stirling cursed as he watched the Italians evacuate the airfield. Hoping the others had better luck, Stirling's group headed for the rendezvous point. At Tamet, Mayne and five men proceeded to place bombs in 23 aircraft in 15 minutes. Having no more bombs, Mayne climbed into the 24th aircraft cockpit and ripped out a section of the instruments with his bare hands. It was an episode that would become part of SAS folklore. The attack at El Agheila resulted in the destruction of 30 trucks, with the raid at Agedabia culminating in the destruction of 37 Italian CR42 fighter-bombers.

And thus the SAS were born. By the end of 1941 they had destroyed more than 100 enemy aircraft. By the close of 1942, L Detachment was given full regimental status as 1 SAS Regiment. Volunteers came from 8 Commando, Free French, Poles and Greeks. During operations in North Africa the SAS had destroyed over 400 enemy aircraft and tied up large numbers of troops protecting air bases and lines of communication. The SAS would continue

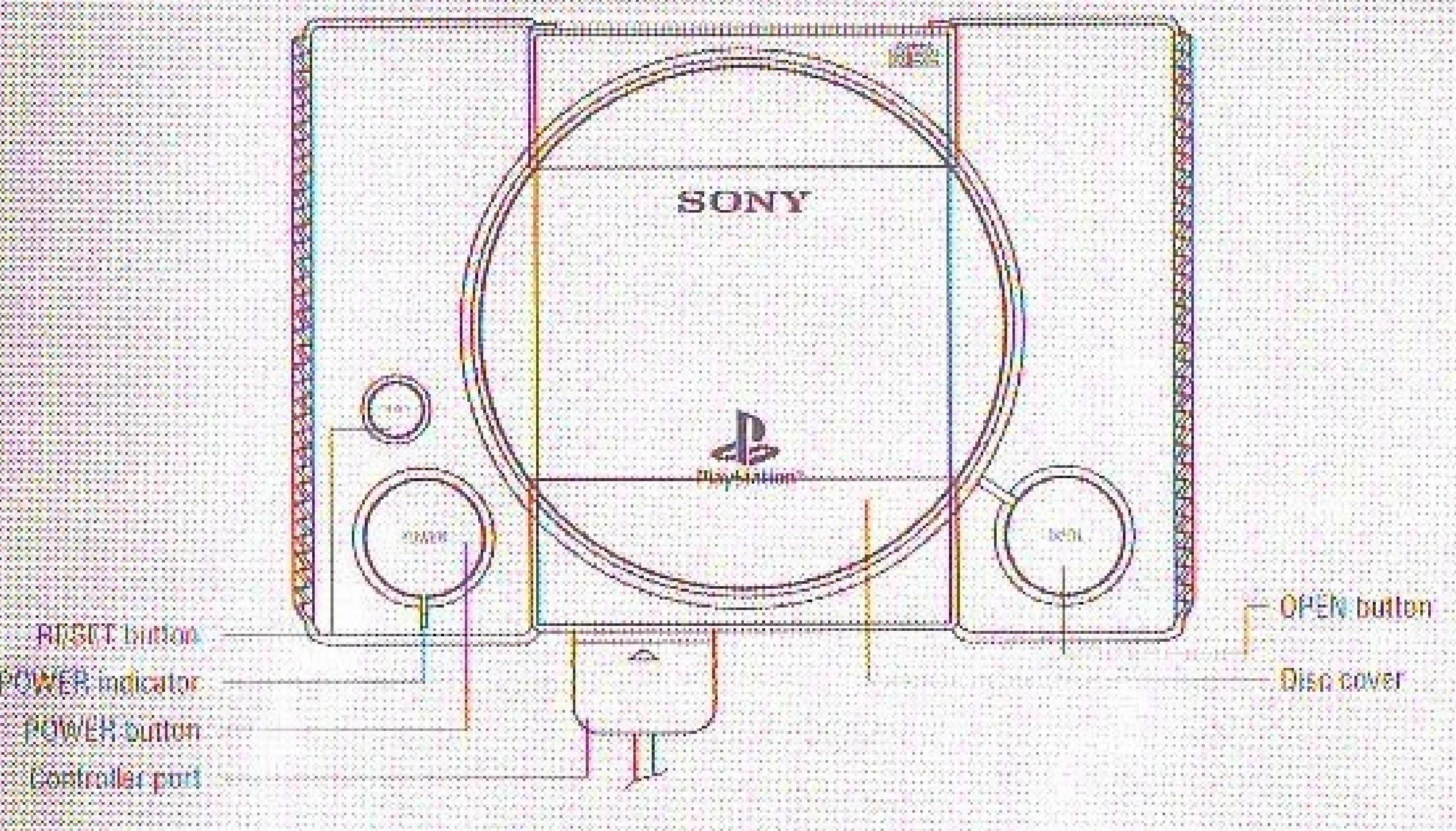
to carry out important covert missions throughout the war wreaking havoc and destruction behind enemy lines.

And now it is your opportunity to enter the world of the SAS: Hidden and very Dangerous...

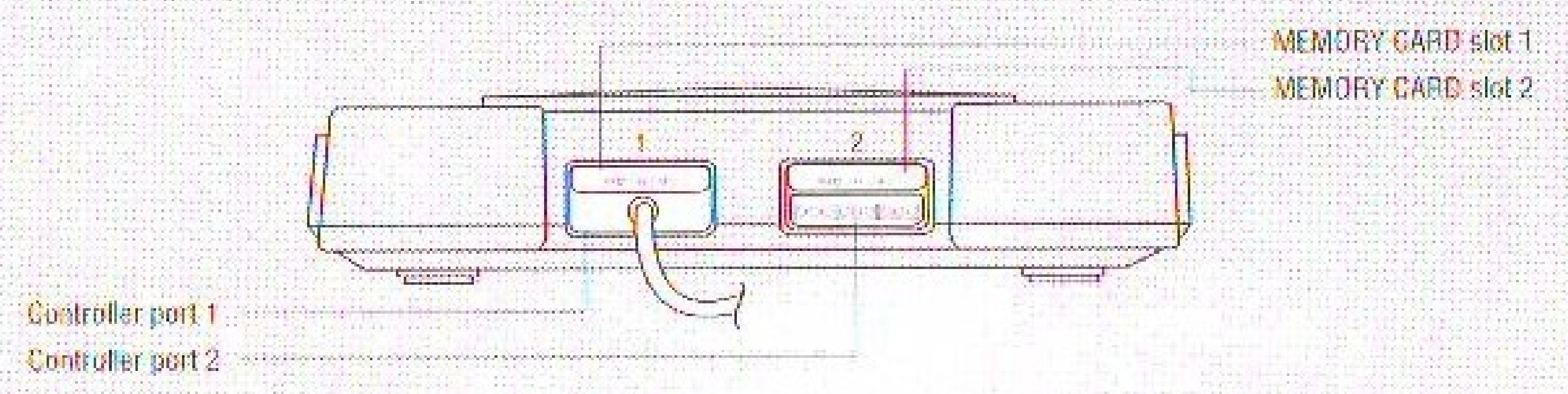
GETTING STARTED

Set your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert Hidden and Dangerous TM and close the disc cover. Insert game controllers and turn on the game console. Follow the on-screen instructions to start a game. Do not insert or remove peripherals or MEMORY CARDS once the power is on.

Top view



Front view



SAVE/LOAD

Hidden and Dangerous requires 1 BLOCK and only supports MEMORY CARDS inserted in MEMORY CARD slot 1.

To save a game please use the icon that can be found on the Team Set Up Menu. The load game function can be found in the main menu. When you enter a Campaign it will save the start of that campaign. From then on the game will save after every mission, regardless of whether it was a success or failure.

What this effectively means is this: you take 8 men into a campaign with, for example 4 missions. You may fail the first mission twice, and then succeed. So when you enter the second mission you only choose from your remaining 6 men for the next mission.

If you reload the "save" you were just playing you will restart at the beginning of the level you had failed, with the statistics and men being those saved from the last successful level.

OPTIONS

These let you configure the audio and screen settings.

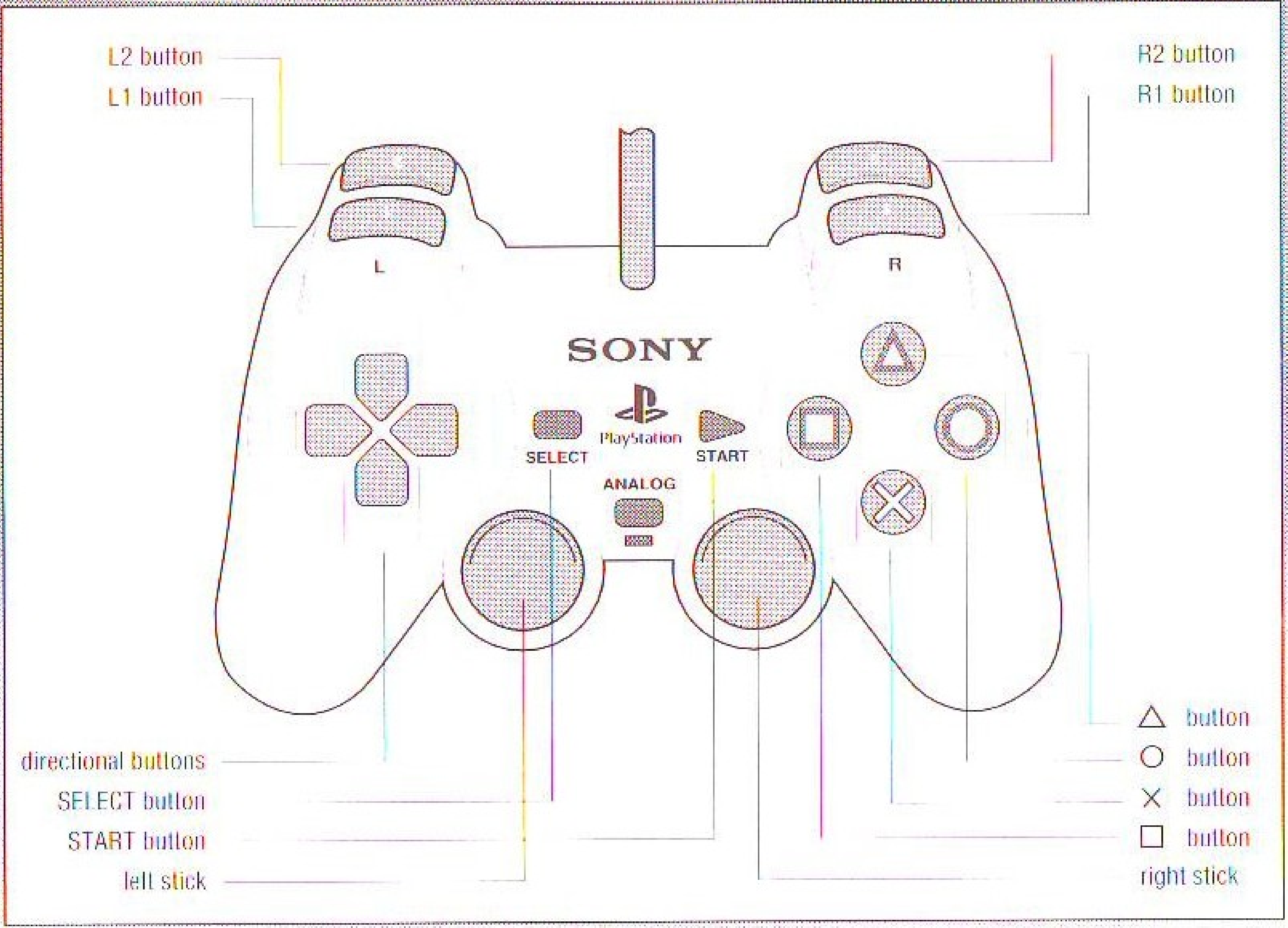
GAME OPTIONS

SOUND

- Music Volume: Used to adjust the volume of the music in game
- Sound Volume: Used to adjust the sound volume in game
- Screen position: Adjusts the visible area on the TV/monitor screen

Note: When you first start Hidden and Dangerous you will be presented with language select screen with five flags on it. Use the directional buttons to highlight the language of choice and press the ⊗ button to continue.

DEFAULT CONTROLS USING A CONTROLLER



PICTURE MENU NAVIGATION CONTROLS

Menu Navigation to Highlight Options and Icons	Directional buttons ⇧ ⇩ ⇦ ⇨
Accept Highlighted Option	✕ Button (sliding option switches)
Return to the previous menu	△ Button
Adds or removes ammo from a weapon when the weapon is highlighted, depending on whether at least one weapon of that type has already been selected	□ Button (with weapons highlighted)

IN GAME CONTROLS

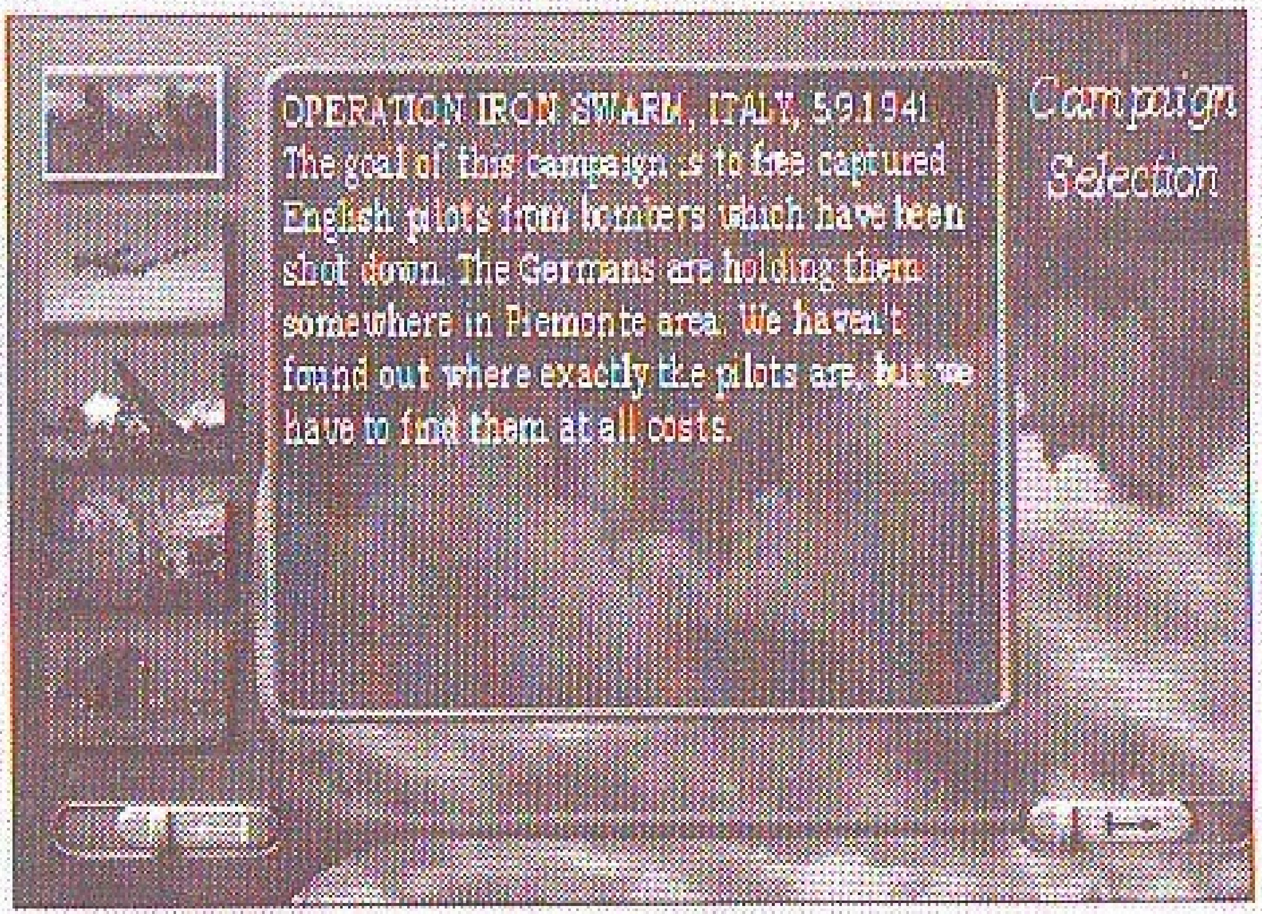
The L1 button is used as toggle switch in combination with other buttons.

Walk Forwards	△ Button
Walk Backwards	✕ Button
Strafe Right	○ Button
Strafe Left	□ Button
Jump	L1 button + △ button
Change Soldiers Stance	L2 button and Directional buttons ⇧ or ⇩
Free look	Directional buttons or left stick if applicable
Fast Free look	Directional buttons or left stick if applicable + L1 button
Fire / prepare weapon / throw grenade	R1 button
Drop transmitters and explosives	R1 button
Player Inventory	Press the SELECT button
Select inventory from dead soldiers' backpack	R2 button, select using directional buttons and ✕ button
Next Inventory item	Use the up and down directional buttons to cycle through the weapons and items.
Choose weapon	SELECT button, use the directional buttons to choose, and the ✕ Button to select.
Pause Menu	START Button

SPECIFIC ITEM AND OBJECT CONTROLS:	
Sniper Rifle –Zoom In and out	[L1] button + ⇧ ⇩ directional buttons, or [L1] button and left stick ⇧ ⇩.
Set Explosive's Timer	Highlight the item whilst selected in the inventory and use directional buttons ⇦ and ⇨ to set the explosives
Fire Main Weapon	[R1] button
Drop land mine	[R1] button

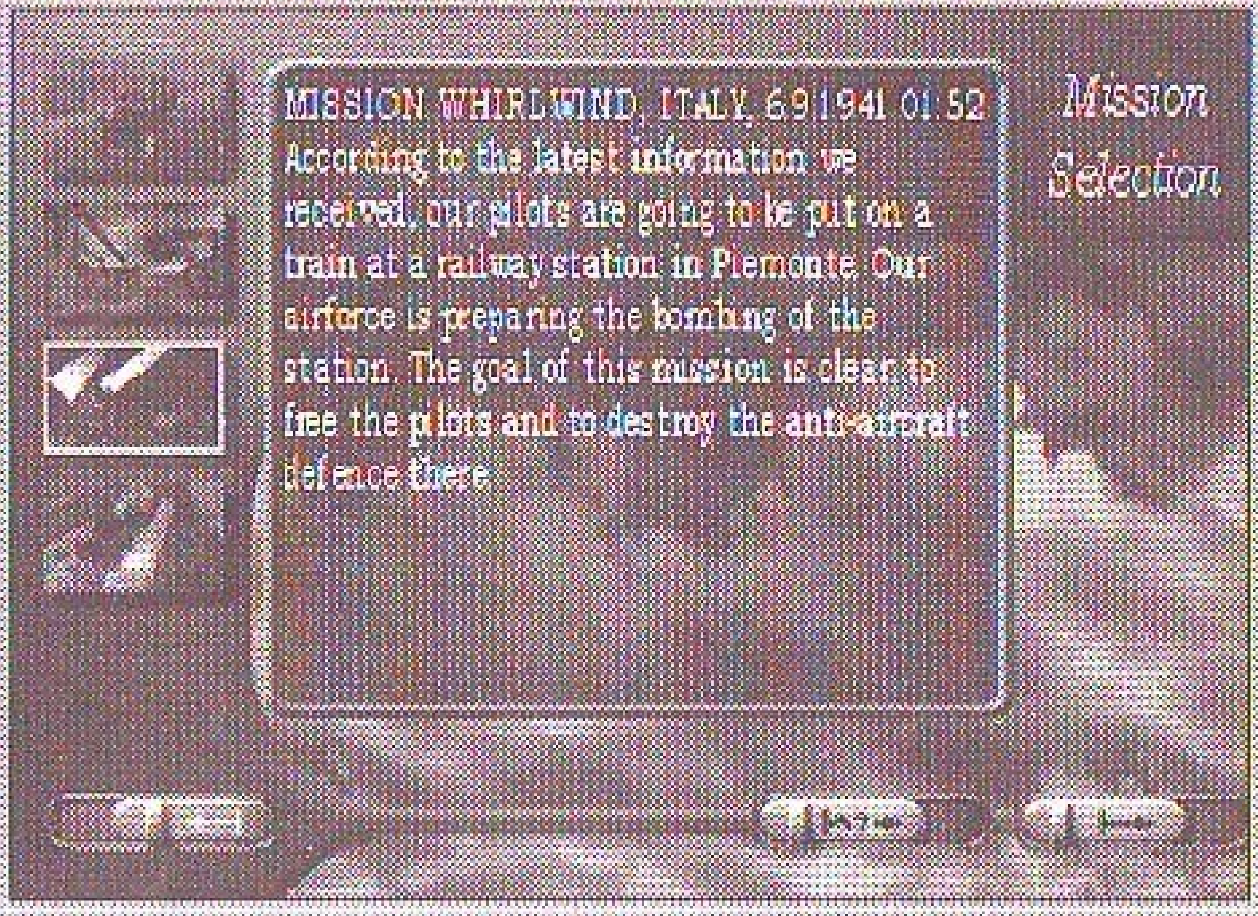
MENU SCREENS

CAMPAIGN SELECTION



When starting a new game, only the first Campaign can be selected. Press the ⓧ button to select the Campaign

MISSION SELECTION



This has much the same layout as the Campaign Select screen with small pictures representing each mission down the left side of the screen and a brief description of each mission on the right. The number of missions depends on the campaign selected.

SELECTING YOUR TEAM

When playing the first mission of a Campaign, you will have to choose the soldiers that will make up your team from the Men into Campaign Screen. You can select up to eight (there are 40 to choose from in total), although you may choose less if you wish. The highlighted soldier's statistics will be displayed to allow you to compare different soldiers abilities press the ⊗ button to select the soldier. To delete a selected soldier, highlight his image at the top of the screen and press the ⊗ button. If you do not wish to select the soldiers yourself, select the auto set-up option and eight randomly chosen soldiers will be selected for you.

SOLDIER SKILLS

It is wise to try to balance the skills of the soldiers in your eight man team, but it is also important to bear in mind that the missions get harder later on in the game so try to save the best soldiers for later Campaigns. If a soldier is killed in action he is lost forever.

SHOOTING Provides information about the soldiers' accuracy when shooting. A 100% value means the soldier always hits his target.

REACTION Provides information about the speed of the soldier's reactions to enemies and enemy fire.

STEALTH Provides information about the soldier's stealth, the higher the stealth value, the better the soldier is at moving undetected.

STRENGTH Provides information about the soldier's strength, the higher the value, the more he can carry.

ENDURANCE Provides information on the soldier's ability to withstand damage from enemy fire.

EQUIPMENT SELECTION

When playing the first mission of a Campaign, you will have to choose the weapons and equipment that the soldiers will have available to them to use for ALL of the missions in the selected Campaign. As you progress through the game, you will be able to capture weapons from the enemy. When an item or weapon is added, the number of items or weapons and amount of ammo where applicable will be displayed underneath the corresponding picture.

NOTE: Refer to the appendix for information on weapons and equipment.

To select an item, highlight it in the left-hand window and then press the ⊗ button to make your choice. To add more ammunition to a weapon press the □ Button. To remove an item, highlight it in the main right hand window

and press the ⊗ button. To remove ammo, press the ▢ button.

The percentage bar shows the total load the soldiers are carrying. If you do not wish to select the weapons and equipment yourself, select the auto set-up option and these will be selected for you.

NOTE: It is necessary to have some specific equipment to complete some of the campaigns. It is always wise to use the auto set-up option and then modify the equipment as you wish.

TEAM SETUP

BRIEFINGS

Before you choose the soldiers who will take part in the mission, you will be shown a briefing, which presents information and the objectives for the mission.

The briefings should be followed closely, as the instructions given for the mission will indicate the strategies that could be used and also what weapons are required.

SETTING UP

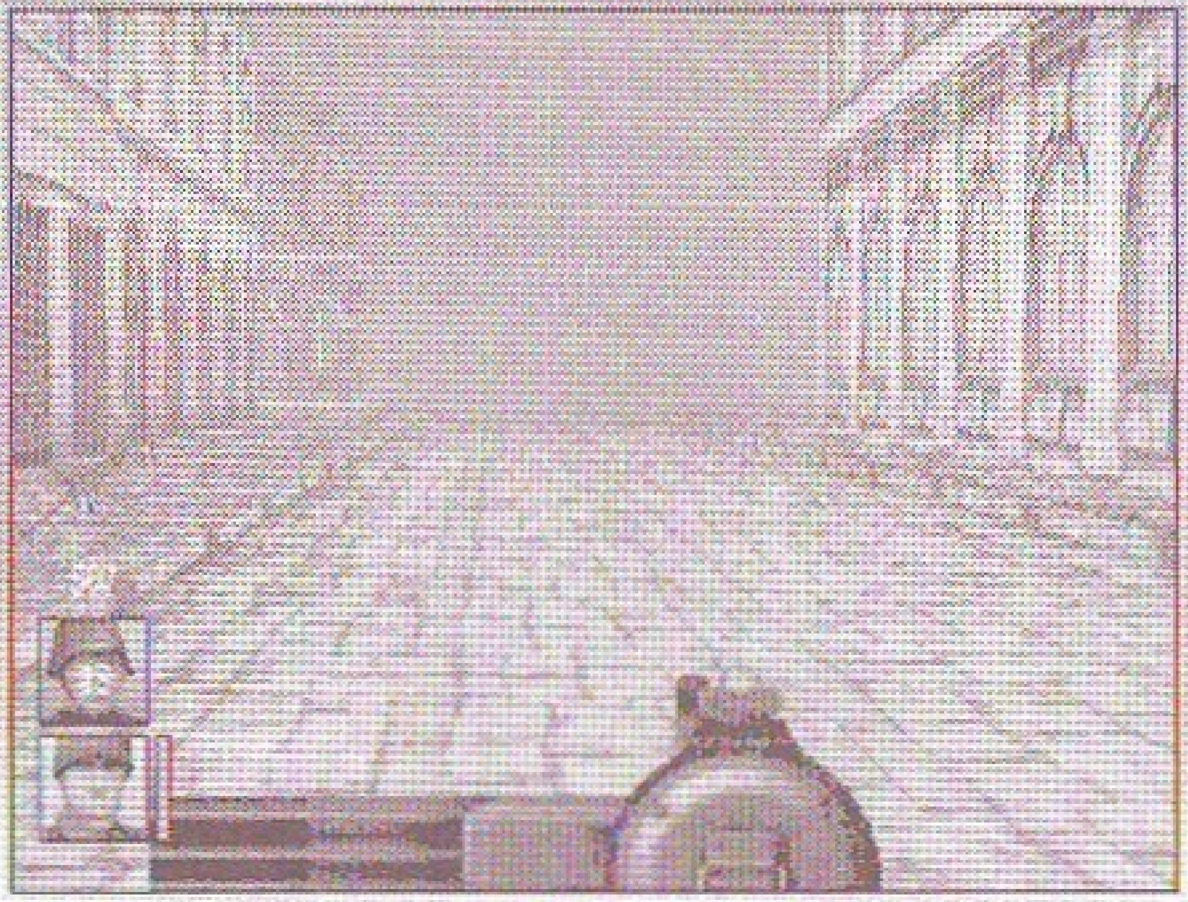
For each mission you will have to choose a soldier and his equipment. If you lose any soldier during the course of a mission you cannot reinforce your team with another until you have completed the campaign. Any weapons or equipment left on the battlefield are also lost, but if you capture any enemy weapons they can be used in later missions.

To equip your soldier, select a soldier and any equipment that is currently being carried will be displayed on the screen. As in the Equipment Selection Menu (see above) you can add and remove the equipment that the soldier is carrying.

The percentage bar shows the amount of load the individual soldier is carrying. If you do not wish to select the weapons and equipment yourself, select auto set-up and these will be selected for you.

IN GAME ACTION

ON SCREEN INFORMATION



The icon at the bottom left of the screen shows your soldier's face and his health - represented by the coloured bar to the right of his face. Above that is the German soldier count for that mission. It is important to keep an eye on this counter as some missions require you to eliminate all hostile forces in the area. When selected, the inventory is displayed to the right hand side of the screen listing all the equipment you have taken into the mission, and any items you may have found. Some soldiers carry important items that are required to progress in the mission, these will be displayed in the inventory when you have picked them up. From the inventory screen you can choose which weapon to arm your soldier with, the current amount of ammo for each weapon is displayed under the appropriate icon. Once selected the details for the chosen weapon will be then shown above the German soldier count.

USING YOUR SOLDIERS IN THE FIELD

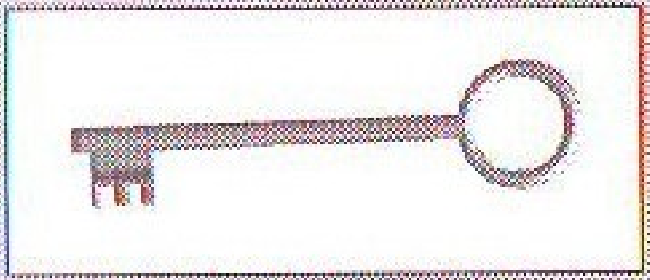
NOTE: In all of the missions you may encounter objects that can be used to your advantage.

RECLAIMING WEAPONS FROM FALLEN SOLDIERS:

You can capture weapons and equipment from dead enemy soldiers. Stand over the dead soldier's backpack and press the R2 button to display his inventory. Select an object using the directional buttons, and press the ⊗ button to take the object. If your soldier is already carrying too much he will be unable to pick up the object.

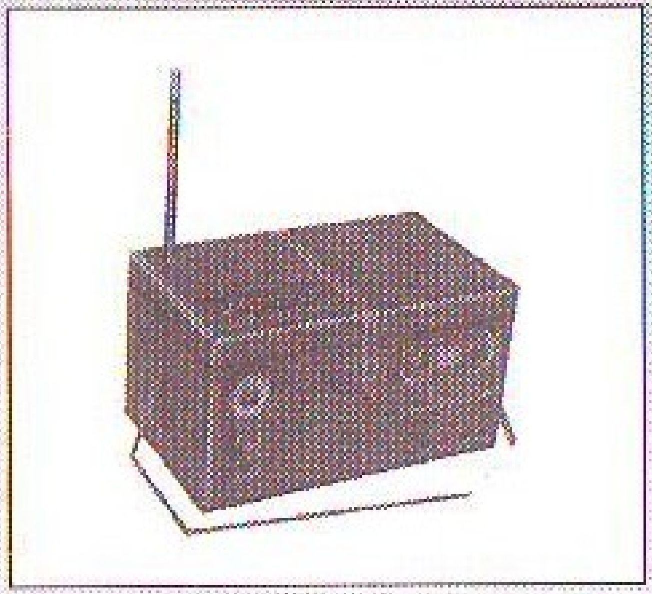
APPENDIX

EQUIPMENT



KEY:

In several missions you will come across locked doors. Find the key to unlock them.

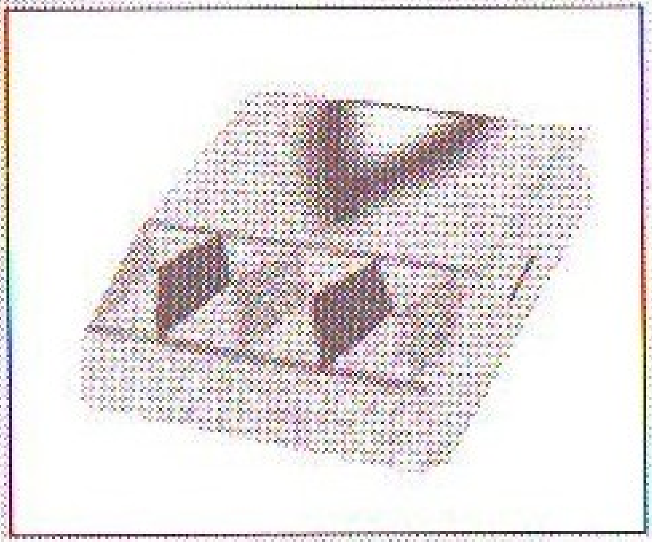


RADIO TRANSMITTER (MASS: 2 KG):

System for radio homing. After activating the transmitter, it starts transmitting a signal that is used as a target for artillery. They can be placed near coastal targets for the Navy to use for artillery attacks. Alternatively they can be used as bombing beacons for the Air Force to locate enemy installations. Given that a target will be completely destroyed, the soldier must make use of the timing mechanism in order to escape to a safe distance.

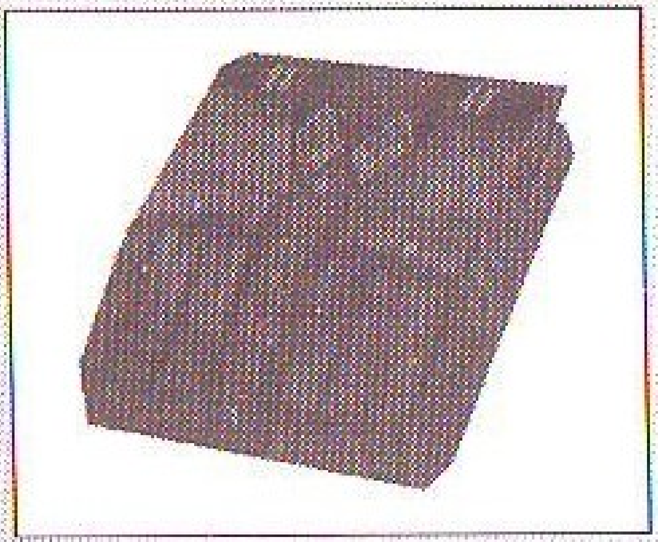
UNIFORMS

These can be used to disguise your soldiers as Civilians or to move behind enemy lines. Remember that the weapons used (or not used) by your soldiers are part of a disguise as well.

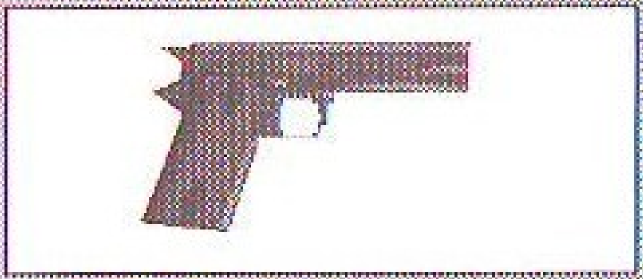


CIVILIAN CLOTHES (MASS: 2 KG):

It is possible to use civilian disguises to move unnoticed through enemy territory.



STANDARD GERMAN UNIFORM (MASS: 2 KG)

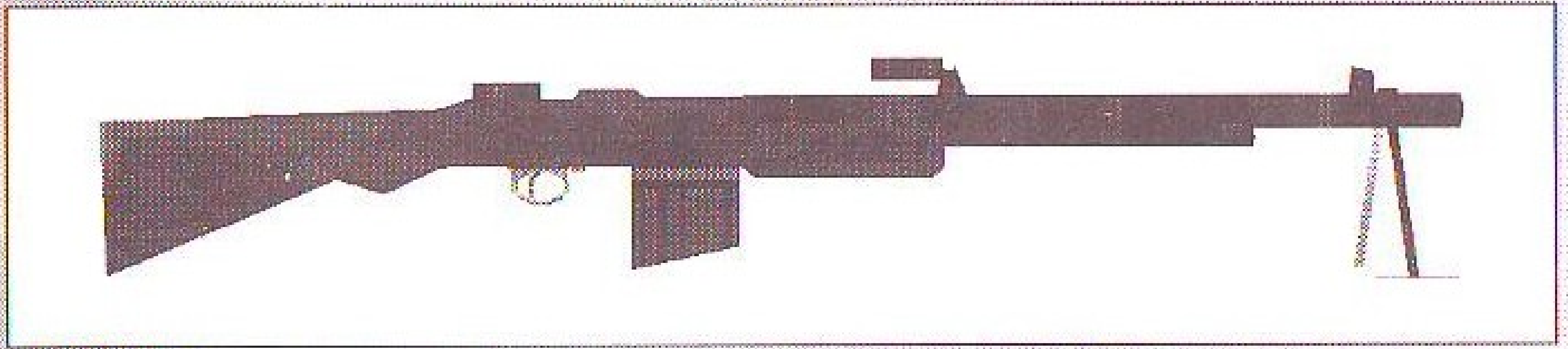


COLT 1911 (CALIBRE: .45 / EFFECTIVE RANGE: 40M / MAGAZINE: 8 CARTRIDGES / MASS: 1.2 KG):

Pistols are best kept as reserve weapons. They cannot be used if the soldier is running. The soldier must stand still and press fire to draw the weapon before it can be used. To guarantee a kill, aim for the enemy's head.

MACHINE GUNS:

This is the most effective weapon to use when outnumbered and under heavy fire as it can take down enemy troops hundreds of metres away. Their biggest disadvantage is that they consume a lot of ammunition.

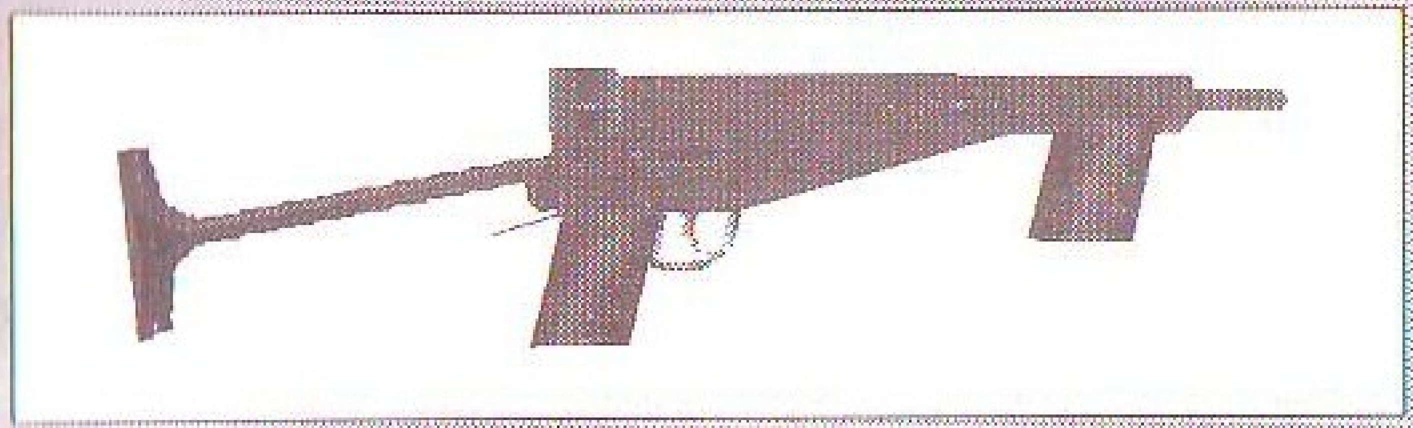


BROWNING (CALIBRE: 0.30 / EFFECTIVE RANGE: 1500M / MAGAZINE: AMMUNITION BELT / MASS: 14 KG):

Light machine gun used by the British Army.

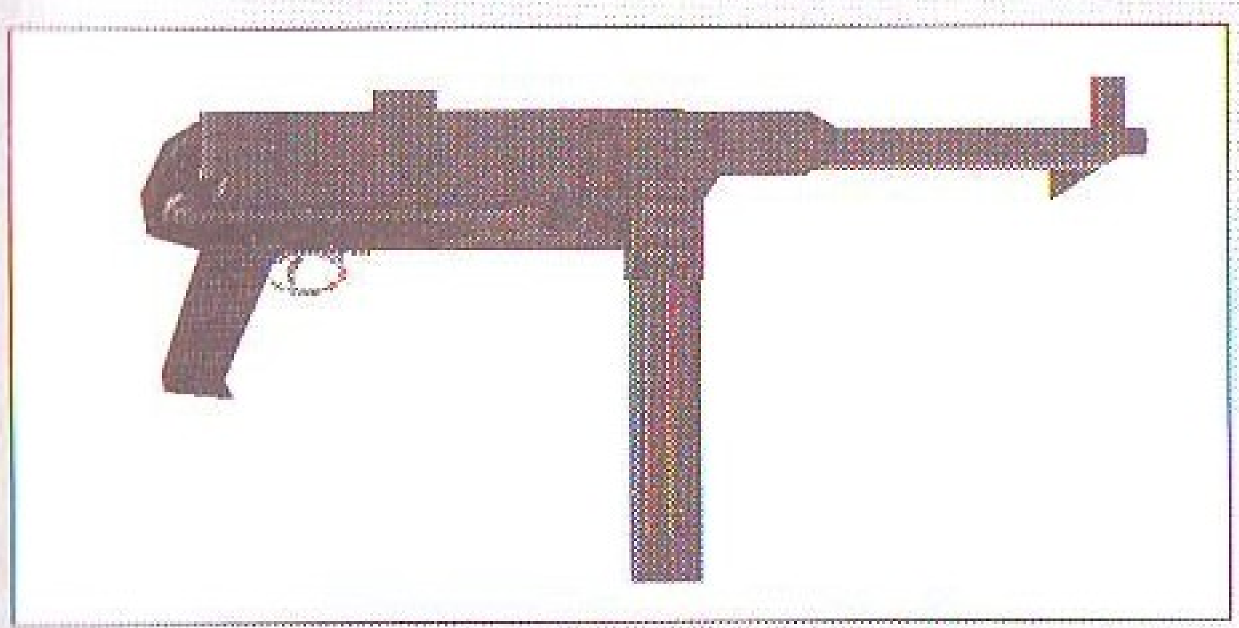
SUB-MACHINE GUNS:

These are good all round basic weapons for use in the field and interiors. They cannot shoot just one round, therefore they are best fired at a group of enemies. As they fire a burst of shots, make sure the magazine is full before engaging the enemy.



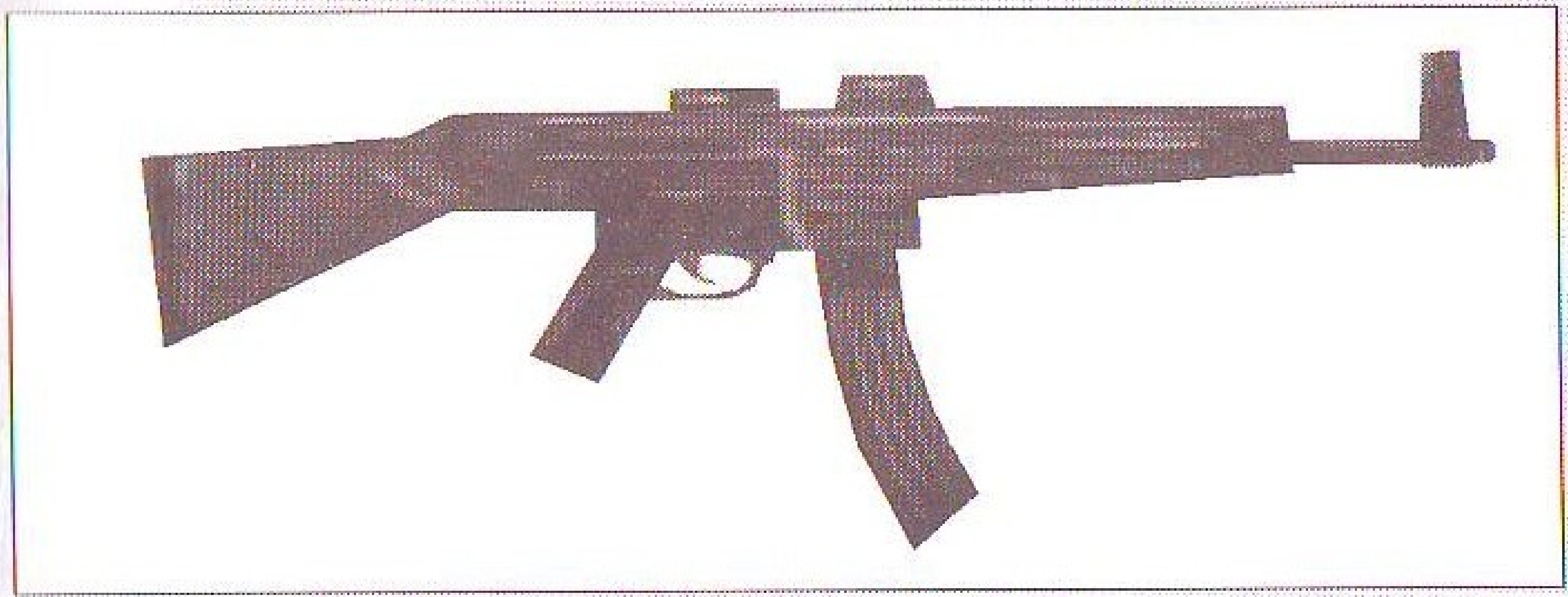
STEN GUN (CALIBRE: 9MM / EFFECTIVE RANGE: 160M / MAGAZINE: 32 CARTRIDGES / MASS: 3.7 KG):

Submachine gun used by the British Army.



MP 40 (CALIBRE: 9MM / EFFECTIVE RANGE: 150M / MAGAZINE: 32 CARTRIDGES / MASS: 4.70 KG):

Submachine gun used by enemy paratroopers.

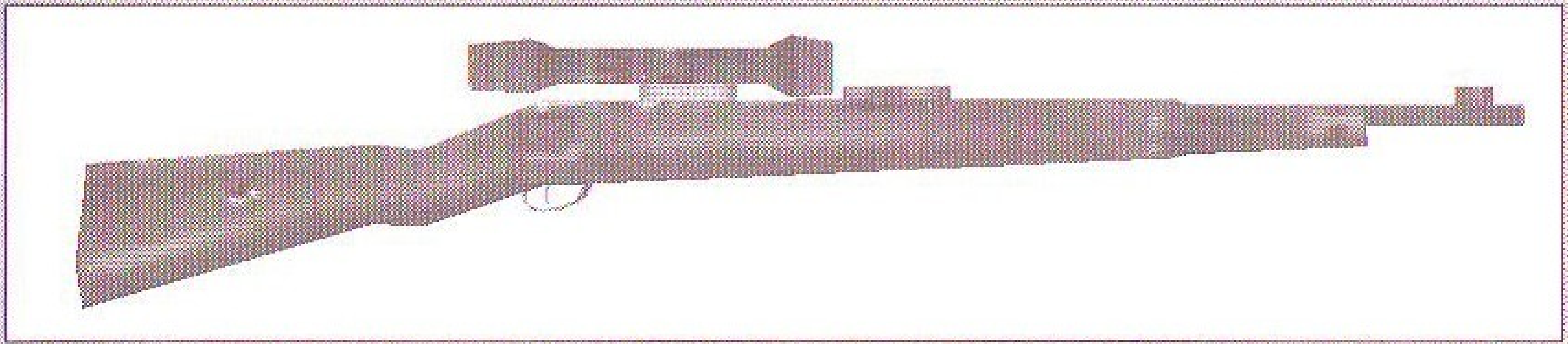


MP 44 (CALIBRE: 7.92 / EFFECTIVE RANGE: 700M / MAGAZINE: 35 CARTRIDGES / MASS: 4.3 KG):

German Assault Rifle designed to be used by paratroopers.

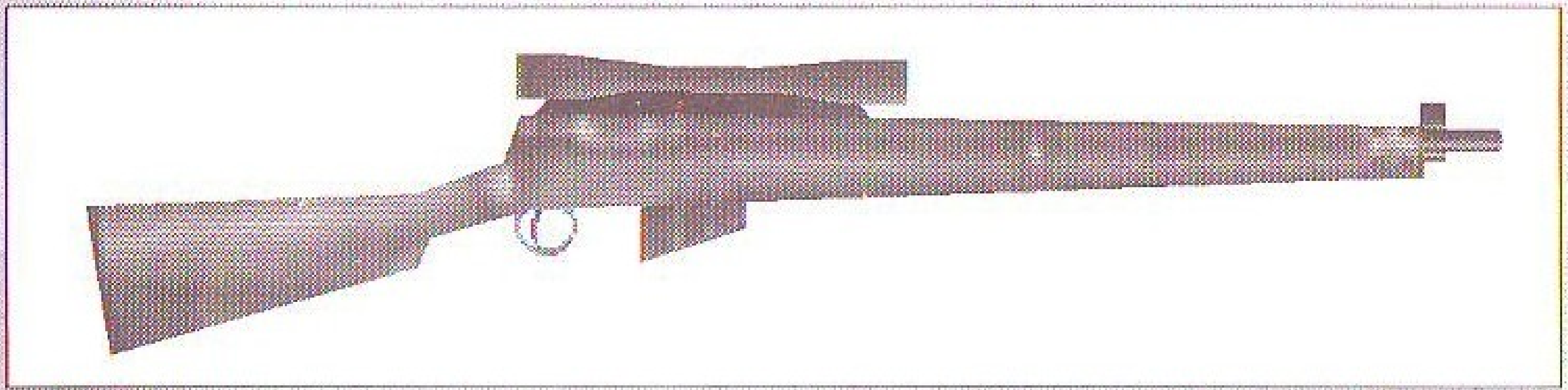
SNIPER RIFLES:

The Sniper Rifle is perhaps the most important weapon available to your team of soldiers, especially if a soldier who has a high Shooting ability uses one. When the soldier is not moving, a telescopic sight is displayed in the first person mode that can be zoomed in to target an enemy hundreds of metres away.



LEE ENFIELD MK. 4 (CALIBRE: 0.303 / EFFECTIVE RANGE: 800M / MAGAZINE: 5 CARTRIDGES / MASS: 4.2 KG):

One of the best sniper rifle ever.

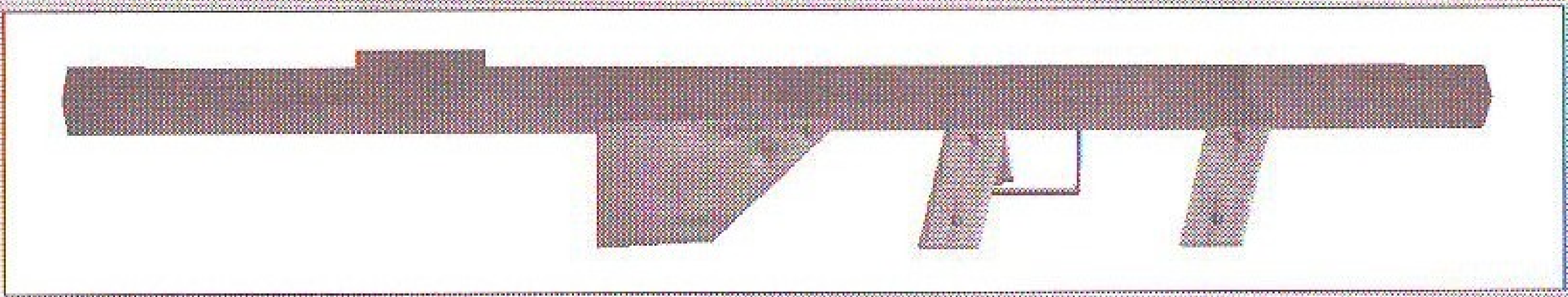


K 98 (CALIBRE: 7.92MM / EFFECTIVE RANGE: 1500M/ MAGAZINE: 5 CARTRIDGES/ MASS: 5 KG):

Rifle used by enemy snipers.

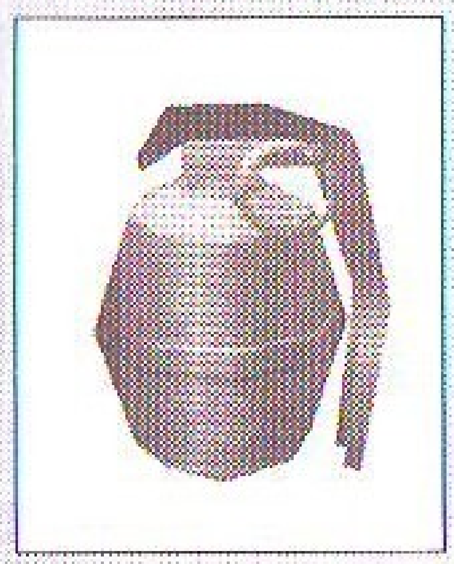
BAZOOKAS:

These extremely powerful area effect weapons are the only hand held weapon that can destroy enemy hardware such as tanks. The disadvantages are that they are extremely heavy and must be aimed accurately. When shooting at moving targets estimate the speed and angle of the target, and aim slightly ahead of it.



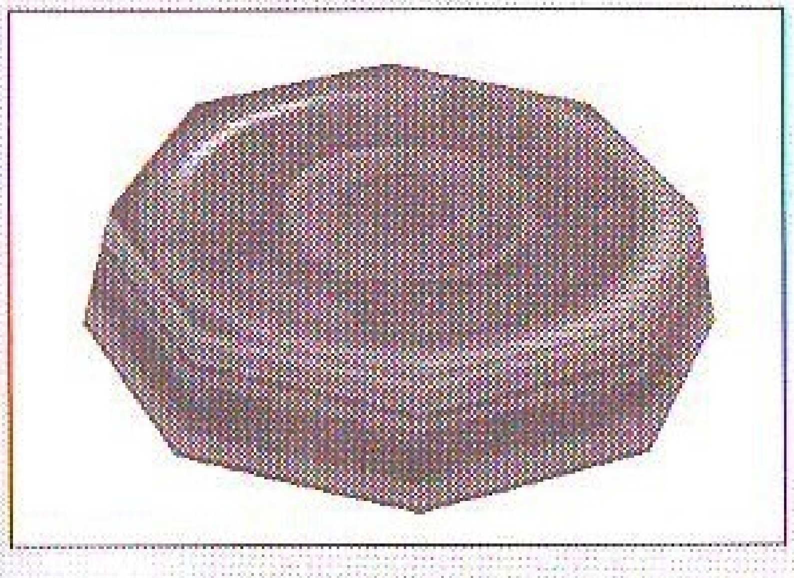
M1A1 (MASS: 13 KG):

An American reusable anti tank weapon.



BRITISH HAND GRENADE (MASS: 0.7 KG):

Mills' grenade dating back to the Twenties.

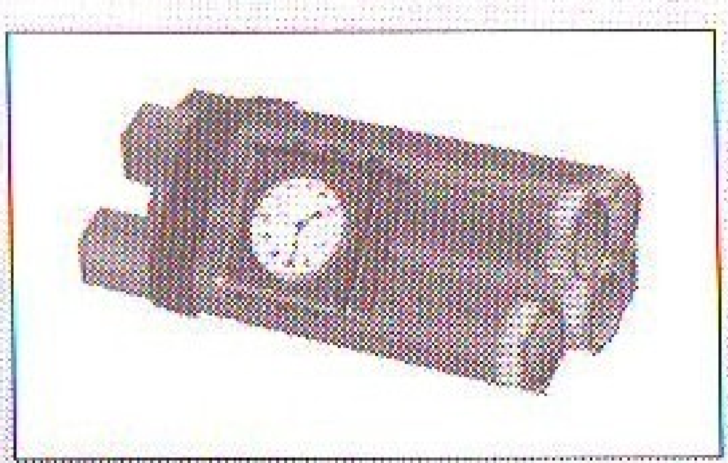


ANTI-PERSONNEL MINE (MASS: 6 KG):

Used for the elimination of infantry. A powerful dispersed explosion.

EXPLOSIVES:

The use of these is essential for the completion of a number of missions. They are extremely powerful when used, but be aware that they may set off other explosions in the surrounding area. Once an explosive charge has been laid, use << CONTROLS >> to adjust the timer and move to a safe distance.



TNT BASED EXPLOSIVE (MASS 1.5 KG):

Explosive charges that are equipped with timed detonator.

HINTS & TIPS

- Remember that your team for each Campaign consists of only eight soldiers
- Be prepared to lose a number of weapons and equipment on the battlefield when preparing for a Campaign
- Make sure you always have sufficient amounts of ammunition
- Always salvage any enemy weapons and equipment when possible
- If you are unable to pick up an object, it means that your soldier is carrying too much and will have to discard something in order to pick up the object
- Equip your team with the specific equipment that is required for their role
- Avoid shooting recklessly as you may hit a civilian whom has important information to pass on to you

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Special thanks to: Linda Wratchford
Peg Zoltan
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NOTES

Customer Service Numbers

- **Australia** — 1902 262 662
  Calls charged at $1.65 (incl. GST) per minute.
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Österreich** — 0450 99 000 500
  Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.
  Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
- **Belgique/België/Belgien** — 011 301 306
  Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
- **Danmark** — +45 33 26 68 20
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  Du bedes ringe til dette kundeservicenummer for support til din PlayStation.
- **Suomi** — 0600 411 911
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  Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten
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- **Deutschland** — 01805 / 766 977
  Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
- **Greece** — (00 301) 6777701
  Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσολα PlayStation
- **Ireland** — (01) 4054022
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Italia** — 848 82 83 84
  Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
- **Nederland** — 0495 574 817
  Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
- **New Zealand** — (09) 415 2447
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Norge** — 2336 6600
- **Portugal** — (01) 318 7450
  Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation
- **España** — 902 102 102
  Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
- **Sverige** — 08-587 610 00
  Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
- **Schweiz/Suisse** — 0900 55 20 55 — Ein Anruf kostet Fr. 1. -/min.
  Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen
- **UK** — 08705 99 88 77
  Please call these Customer Service Numbers only for PlayStation Hardware Support

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